



RACE CREATION COOKBOOK



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RACE CREATION COOKBOOK

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INTRODUCTION TO RACE BUILDING

Constructing good races is an important part of world building. The societies of individual races can serve as excellent starting points for character development while providing numerous hooks and pathways for the GM to build adventures around. When constructing a race, there are 3 primary concerns you should look at:

- **Utility for the Player:** A race isn't going to serve much of a purpose if nobody wants to play it. A well-made race should be interesting to the players in terms of both abilities and flavor.
- **Balance in the Game:** You don't want to provide an individual player with too much mechanical advantage over the others. A little bit of advantage, especially if a player has to work it out and 'tweak' it, can be rewarding for some but going overboard may cause other players to complain.
- **Consistency in the Setting:** Setting up interactions that mesh well with the setting is useful for players who are more into immersion, while providing interesting avenues for adventure.

These concerns can have various levels of impact depending on what your group thinks of as fun, of course, but you wouldn't have picked this supplement up if you weren't concerned about balance. So here we're mainly going to deal with two things: the relative power of different racial features, and a few suggestions as to how to use them in an interesting way. A breakdown of the standard races is also available. Let's cut to the chase!

A POINT-BASED RACE CREATION SYSTEM

The system used in this book is straightforward, simply build a race to your specifications using the point costs supplied for all abilities. LA +0 races should start at around 100 to 120 points. This is actually somewhat stronger than an average core race, but it allows a bit of lassitude for creating more interesting species. For each LA +1 beyond that, you can expand the points available by 100-120. If you feel the need to lower or raise either of these values for a lower or higher powered campaign, feel free to do so.

SECTION 1: CORE ABILITY SCORE ADJUSTMENTS

These are the first racial adjustments you'll probably be looking at when building a race. All of the races in Pathfinder Roleplaying Game are adjusted in one of two ways:

- +2 to two ability scores and -2 to another
- +2 to any ability score (*this adjustment is used for races with human blood.*)

In some ways, this is equitable and a useful starting point to begin race construction. If you wish, you can use this standard Pathfinder Roleplaying Game template and it won't cause serious problems.

In other ways this isn't equitable because certain ability scores have much more weight for certain characters. Each set of ability score adjustments will have a particular profile that provides advantage to particular base classes. This is complicated by the fact that some base classes have much more inherent power than others.

BUYING STAT ADJUSTMENTS

Assuming you've decided not to use the basic +2 to two stats, -2 to another, we've averaged the values of all the stats across classes and provided a chart below. These values aren't really indicative of how much a stat will be worth to any particular build but do give an overall impression of how useful a given stat is.

Stat	Average Value
Strength	26
Dexterity	40
Constitution	32
Intelligence	42
Wisdom	37
Charisma	49

Note: When creating stat adjustments, it is wise not to go beyond a total adjustment of +4 per LA, and never more than +2 in any one stat per LA. Otherwise you can wind up with things like spell DCs going way too high for a given level.

STRENGTH

Raw Adjustments: For every 2 points of strength past 10, the character gains a +1 to hit with melee, and a +1 to damage with melee or hurled weapons. This damage is increased by 50% when wielding a weapon two-handed.

Skills: Climb, Swim. These are both relatively weak skills that quickly lose their use on the advent of mid-level magic. Both have armor check penalties. They are considered mid-level since you're pretty much guaranteed to be able to use one or the other at some point.

Other: Strength increases carrying capacity. This can also be rendered ineffectual by magic. Many GMs also simply

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don't pay attention as encumbrance is a degree of micro-management that can be a bit tiresome.

Classes: Favors melee classes. Barbarian, fighter, monk, some rogue builds, some cleric builds, some druid builds, paladins, melee rangers – all of these can benefit from the extra hit and damage a high strength brings.

ASSESSMENT

Strength, in a classically run campaign, tends to be quite useful at low level then quickly takes a dive as magic and bonus damage from various sources outstrips it. However, in a lower-magic setting strength becomes progressively more powerful. This is also true in a more survival-oriented campaign, where the opportunity to refresh magic is rare and certain spells (*rope trick and its ilk*) are restricted. Additionally, the feat Power Attack increases the value of strength when it is taken.

Racial Associations

Positive Keywords: *Martial, powerfully built, large, stern, just, associated with symbols of power, or associated with ruling gods.*

Negative Keywords: *Violent, warlike, savage, slaves, corrupt, associated with brutal and ancient deities, associated with destruction.*

Strong races are often related to powerful local creatures such as dragons or giants. The Sun is a traditional symbol associated with strength, as is the element Fire. If your campaign world has vastly different symbols and associations of power (say for example Dragonflies are considered harbingers of the deities), then the connections to that symbol may imply a number of completely different racial features (insectal races could have strength adjustments.) Physical size and strength can also imply stupidity or a race that is used for labor purposes.

VALUES OF EACH INDIVIDUAL ADJUSTMENT:

+1 to hit: Equivalent, but stacking with Weapon Focus. 15 points. Value is 5 points for sorcerers and wizards, who still need some attack bonus for melee touch.

+1 or +1.5 to damage: Equivalent but stacking with ½ of weapon specialization. 8 points or 12 points.

Skills: +1 to 2 moderate skill checks. 4 points.

Encumbrance: Equivalent to a very weak feat. 4 points.

Note: *ranged stats assume composite weapons.*

- **Barbarian:** 31 points per +2
- **Barbarian (2 hander):** 35 points per +2

- **Bard:** 23 points per +2
- **Cleric (caster):** 23 points per +2
- **Cleric (melee):** 31 points per +2
- **Druid (caster):** 23 points per +2
- **Druid (melee):** 31 points per +2
- **Fighter:** 31 points per +2
- **Fighter (2 hander):** 35 points per +2
- **Monk:** 31 points per +2
- **Paladin:** 31 points per +2
- **Ranger (melee):** 31 points per +2
- **Ranger (ranged):** 16 points per +2
- **Rogue (melee):** 31 points per +2
- **Rogue (utility or ranged):** 13 points per +2
- **Sorcerer:** 13 points per +2
- **Wizard:** 13 points per +2

DEXTERITY

Raw Adjustments: For every 2 points of dexterity past 10, the character gains a +1 to hit with ranged, a +1 dodge bonus to AC, and +1 to initiative.

Skills: Acrobatics, Disable Device, Escape Artist, and Stealth are all high-value skills. Fly and Ride are medium value, and sleight of hand is low value. Most have armor check penalties. Many of these skills are quite useful for combat mobility.

Other: Dexterity increases reflex saves by +1 for every 2 points past 10. While reflex is the weakest save, it still has some small impact at lower levels and against some effects.

Classes: Favors ranged classes and rogues. Many classes can now benefit from several skills that were traditionally thought of as 'rogue', like stealth and acrobatics. However, these skills are strongly hampered by the heavy armor worn by some front-line classes. This is relieved by mid to late level where magic, special materials, or class features mitigate this effect somewhat.

ASSESSMENT

Dexterity starts out very useful, dips a bit in the mid levels, and then becomes useful again towards the end when initiative is essential. The value of dexterity is really dependent on what type of armor you're planning on using, since both the effectiveness of the powerful dexterity skills and the dodge bonus to AC are hampered by heavier armor. This cannot be modeled with a point buy system because players will look for a desirable max dexterity cap, and past this point a +2 to dexterity won't do very much

for them. The point values below assume that the +2 to dexterity will be fully utilized.

Racial Associations

Positive Keywords: Graceful, subtle, quick, associated with messengers, associated with travel, wilderness, elusiveness.

Negative Keywords: Sneaky, underhanded, cowardly, unpredictable, associated with outsiders, associated with deep wilderness.

Quick races are often tied to sylvan creatures. They are traditionally associated with the element of Air and flight. The theme of subtlety over brute force is physically oriented when it comes to high dexterity races, in this case grace and precision is the name of the game. Quick races can also be tied to dance and beauty, as well as nomadic people.

VALUES OF EACH INDIVIDUAL ADJUSTMENT:

+1 to AC: Equivalent to, but stacking with Dodge. 14 points.

+1 to hit with ranged weapons: Equivalent but stacking with weapon focus. 15 points. This is downgraded to 5 points for sorcerers and wizards, both of whom will often use ranged touch attacks but who don't use them as frequently as a regular ranged fighter.

+1 to initiative: Equivalent to 1/4th of improved initiative, stacks. 5 points.

+1 bonus to 4 good skills, 2 medium skills, and a poor skill: Total value is 17 points.

+1 bonus to reflex saves: Equivalent to 1/2 of lightning reflexes, stacks. 3 points.

Note: The actual value of AC and the skills can drop significantly for arcane casters, depending on their build and the magical defenses they use.

- **Barbarian:** 34 points per +2
- **Bard:** 34 points per +2
- **Cleric (melee):** 34 points per +2
- **Cleric (ranged):** 54 points per +2
- **Druid:** 34 points per +2
- **Fighter (melee):** 34 points per +2
- **Fighter (ranged):** 54 points per +2
- **Monk:** 34 points per +2
- **Paladin:** 34 points per +2
- **Ranger (melee):** 34 points per +2
- **Ranger (ranged):** 54 points per +2

- **Rogue (melee):** 34 points per +2
- **Rogue (utility or ranged):** 54 points per +2
- **Sorcerer:** 34 points per +2
- **Sorcerer (ranged touch specialist):** 44 points per +2
- **Wizard:** 34 points per +2
- **Wizards (ranged touch specialist):** 44 points per +2

CONSTITUTION

Raw Adjustments: For every 2 points of constitution past 10, the character gains a +1 hit point per hit die.

Skills: None. Constitution does come into play frequently for effects which test concentration and endurance, however. These effects function much like skills, but are conditional enough that they aren't factored into the equation.

Other: Constitution increases fortitude saves by +1 for every 2 points past 10. Fortitude is likely the second most powerful save, preventing a variety of heavy damage or debilitating effects.

Classes: Constitution is important to every class. Extra hit points are essential and have an additive effect for every level, and a high fortitude save is extremely important to avoid serious problems like poison and petrification.

ASSESSMENT

Constitution has a fairly constant value across all classes. Proportionately it's slightly more useful to classes with low hit dice and less armor, because a flat 1 hit point per level is a buffer against incoming damage that a good AC and high hit die can't provide. Even given this, a good constitution is essential for every class and you can never safely dump it. In most cases it is a secondary or tertiary stat.

Racial Associations

Positive Keywords: Hardy, vital, associated with plains or forests, long-lived, associated with difficult conditions, earthy, healthy, fecund

Negative Keywords: grunt labor, over populated, simple, associated with animals or wild blood, stubbornness, slow, abused

Races with a high constitution are known for durability and a number of associated qualities such as longevity, resistance to disease, ability to survive in difficult conditions, and the element earth. At the same time, the high survivability of such a race can transform them into an easy labor pool or slave people. Long lifespans can make a high-constitution race stubborn or slow in thought or deed. The idea of extreme resilience being associated with

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wild animals or mixing with animals is a common theme, making constitution a good pick for a 'beastman' type race.

VALUES OF EACH INDIVIDUAL ADJUSTMENT:

+1 hp per level: Similar to toughness or having your hit die improved by 1. Worth 25 points.

+1 bonus to fortitude saves: Equivalent to ½ of great fortitude, stacks. Worth 4 points.

Bonus to concentration and endurance-related checks. Worth +1 points.

- All classes are roughly equivalent, with constitution being worth 30 points. One could argue that the stat is slightly more valuable for smaller hit die classes, along the lines of 34 points, both for the bonus to concentration and the relatively higher hit point contribution.

INTELLIGENCE

Raw Adjustments: For every 2 points of intelligence past 10, the character gains a +1 skill point per hit die.

Skills: Lots. Spellcraft, a high value skill, all the knowledge skills, which are mid value, plus appraise and craft. Appraise is low value, craft is generally low value but it depends a lot on the campaign.

Casting: Intelligence is especially useful for the Wizard and other intelligence-based casters. Each 2 points of intelligence beyond 10 translate into a +1 DC on ALL spells, as well as a selection of bonus spells castable per day. This is a huge advantage and any intelligence-based casters should prioritize intelligence at the expense of all other stats.

Classes: The value of intelligence varies by class. For fighters and clerics or really any class that isn't expected to have a high skill selection, intelligence can be dumped unless it's needed to qualify for a prestige class or a feat. For wizards and other intelligence-based classes, the value is off the charts, worth close to three times as much as any other stat. Rogues benefit slightly from Major Magic (+5).

ASSESSMENT

Intelligence was always a strong stat for wizards and a reasonable stat for skill-monkey type rogues or bards, at least as far as their utility got them. It was a dump stat for most other classes, however. Things have changed a bit now with the restrictions of cross-class skills lifted. Intelligence is still potentially a dump stat, but it generally outpaces charisma by a wide margin for those classes who could previously choose to dump either.

Positive Keywords: Scholarly, reserved, magical, advanced, mystical, ancient civilizations, languages, psionics, contemplation, technological

Negative Keywords: Arrogant, stuffy, detail-obsessed, aristocratic, detached, uncaring, frail

Intelligent races are often associated with magic, especially arcane magic. Oftentimes, the ancient super-race in any campaign world is noted for its great intelligence and skill with magic and technology. In the most archetypal variants of this type of society, enhanced intelligence usually comes with a degree of arrogance that causes a fall from grace or great sorrow for their people.

Intelligence can imply scholarly or scientific attitudes or a reserved character as well. A race's higher intelligence can mirror a weakness in the body or even a weakness in morality.

VALUES OF EACH INDIVIDUAL ADJUSTMENT:

+1 skill point per level: 20 points.

+1 to spellcraft, knowledge skills, appraise and craft: 15 points total. While the knowledge skills are assumed to be moderate value (2 points per +1), any individual character is not going to use more than half of them since all members of a group can cover the various knowledges as a group. Additionally, only casters actively need spellcraft.

+1 bonus to save DCs for intelligence-based casters: Assuming the average caster makes use of 4 schools that have frequent saves, this is worth 4(!) applications of the Spell Focus feat. This is not a cheap feat either, that's 15 points a pop. The bonus spells are secondary at around 20 points.

- **Barbarian:** 32 points per +2
- **Bard:** 35 points per +2
- **Cleric:** 32 points per +2
- **Druid:** 35 points per +2
- **Fighter:** 32 points per +2
- **Monk:** 32 points per +2
- **Paladin:** 35 points per +2
- **Ranger:** 35 points per +2
- **Rogue:** 40 points per +2
- **Sorcerer:** 35 points per +2
- **Wizard:** 115 points per +2

WISDOM

Raw Adjustments: Wisdom has no raw adjustments.

Racial Associations

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Skills: Only a handful, but most are really good.

Perception is one of the only two 'top' level skills, useful to absolutely everyone. Sense motive will have a use in every non-combat encounter. Survival has a moderate value. Meanwhile, profession is bad.

Other: Wisdom increases will saves by +1 for every 2 points past 10. Will is the most powerful save, preventing a cornucopia of debilitating effects that have the potential to put someone out of combat instantly.

Casting: Wisdom is just as useful for wisdom-based casters as intelligence is for wizards. Each 2 points of wisdom beyond 10 translate into a +1 DC on ALL spells, as well as a selection of bonus spells castable per day. Again, any wisdom-based casters should prioritize wisdom at the expense of all other stats.

Classes: Wisdom is universally slightly useful because it boosts a few very important skills and the most important save. However, outside of wisdom-based classes like clerics and druids (*or the partial casters, paladin and ranger*), it's usually safe to leave wisdom at around 10 or even 8; you won't be gaining much active bonus from it. Monks use wisdom fairly heavily. It increases their Ki pool (+10) and improves the save DCs of their various fist powers (+15). Finally, it even boosts their AC (+15). Rangers get a boost from wisdom as well – it increases the duration of their hunter's bond (+5 *points*), and grants bonus spells and save DCs (+40).

ASSESSMENT

Wisdom is still most useful for wisdom-based casters, but with the retooled way of dealing with cross-class skills, important wisdom based skills like perception and sense motive are now universally useful. This being said, not everyone in the party has to be super perceptive, and assuming there are enough people who can serve as scouts, the more fighting-based characters can settle for a minimum value that lets them access their class features and any needed feats.

Racial Associations

Positive Keywords: *Austere, ancient, cautious, perceptive, faithful, mentally strong, righteous, noble, ascetic, associated with religion.*

Negative Keywords: *Dogmatic, fanatic, withdrawn, superstitious.*

Wisdom is usually seen as a positive trait as is made clear by the list of positive keywords. If you need a negative attribute, it's the core stat for Clerics and Druids and so

you can take the negative aspects of religion and apply them to a wise race.

Wisdom really only covers perception and divine spell-casting, and so most wise races are associated with either or both of those. Wisdom is also seen as something like intelligence but more 'natural' and untrained. So a race of old forest shamans or treant-like creatures could easily have a wisdom focus.

VALUES OF EACH INDIVIDUAL ADJUSTMENT:

+1 to Will saves: Equivalent to ½ of iron will, stacks. Worth 3 points.

+1 to perception, sense motive, heal, survival, and profession: 12 points. Two top-level skills, two mid, and one that is generally useless.

+1 bonus to save DCs for wisdom-based casters:

Assuming the average caster makes use of 4 schools that have frequent saves, this is worth 4 applications of the Spell Focus feat. This is not a cheap feat either, that's 15 points a pop. The bonus spells are secondary at around 20 points. This is costed identically to intelligence.

- **Barbarian:** 15 points per +2
- **Bard:** 15 points per +2
- **Cleric:** 95 points per +2
- **Druid:** 95 points per +2
- **Fighter:** 15 points per +2
- **Monk:** 55 points per +2
- **Paladin:** 15 points per +2
- **Ranger:** 60 points per +2
- **Rogue:** 15 points per +2
- **Sorcerer:** 15 points per +2
- **Wizard:** 15 points per +2

CHARISMA

Raw Adjustments: No raw adjustments for charisma.

Skills: Charisma has 7 skills, one of which is top tier – use magic device. This is a fantastic skill. The others are all mixed bag. They are all social or subterfuge type skills which are going to vary in value depending on the campaign.

Other: Charisma doesn't do a hell of a lot!

Casting: Another caster stat. Charisma is very useful to bards and sorcerers because they derive their bonus spells and save DCs from it. Prioritize charisma as one of these classes and you'll not regret it.

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Classes: Charisma is useful, primarily, for bards and sorcerers. Bards gain extra rounds from their Bardic Music class feature (+5). Some sorcerer bloodlines gain a few extra uses of powers (+10). Clerics can benefit from the channel energy feature as well, improving the save DCs and gaining extra uses of their channel energy feature (+15). Paladins gain extra channel energy uses (+8), a bonus to all their saves (+18), a boost to their attack bonus when smiting (+5), a bonus to their AC against targets of their smite (+5), a more powerful lay on hands (+5), and increased spell DCs and bonus spells out of charisma (+40). That's a lot of stuff.

ASSESSMENT

Charisma is great for three classes. For Bards and Sorcerers, it is directly tied to their casting abilities. Paladins make use of charisma for a good chunk of their class features as well. Clerics also have some secondary benefit from charisma. Anyone else can honestly dump this stat unless they want to be the party face.

Racial Associations

Positive Keywords: *Outgoing, Open, Tolerant, Beautiful, Forceful, Diplomatic, Gregarious, Social, Courty.*

Negative Keywords: *Deceptive, Shifty, Manipulative, Two-Faced, Superficial, Flighty.*

Charisma is primarily concerned with social skills. This means if you've got a race of loners, you're probably not looking into charisma as a stat boost. The stat can be used to highlight both the positive and negative associations of being very social; in many societies these aspects are different sides of the same coin.

Charisma can also simply be impressive beauty. When you're dealing with a wide variety of different races this can get hard to adjudicate, so as opposed to physical elements a crafty GM can use more subtle and indirect forms of beauty – such as a smooth, lulling voice, a powerful and compelling aura, or unnaturally pleasing movement.

VALUES OF EACH INDIVIDUAL ADJUSTMENT:

+1 to use magic device, bluff, diplomacy, disguise, handle animal, intimidate, perform: 16 points. A top level skill, two high skills, two mid and two low means charisma is about as diverse as dexterity for skill selection.

+1 bonus to save DCs for charisma-based casters:

Assuming the average caster makes use of 4 schools that have frequent saves, this is worth 4 applications of the Spell Focus feat. This is not a cheap feat either, that's 25

points a pop. The bonus spells are secondary at around 20 points. This is costed identically to intelligence.

- **Barbarian:** 16 points per +2
- **Bard:** 121 points per +2
- **Cleric:** 31 points per +2
- **Druid:** 16 points per +2
- **Fighter:** 16 points per +2
- **Monk:** 16 points per +2
- **Paladin:** 97 points per +2
- **Ranger:** 16 points per +2
- **Rogue:** 16 points per +2
- **Sorcerer:** 106 points per +2
- **Sorcerer with beneficial bloodline:** 126 points per +2
- **Wizard:** 16 points per +2

SECTION 2: BONUS FEATS VERSUS RACIAL FEATURES

After looking at ability score adjustments, you want to take a look at which feats and free features are best suited for your race. Let's first define the difference between Feats and racial Features:

- **Bonus Feats:** These are identical to the feats found in any sourcebook. They are simply provided as a bonus at first level. Once you have a feat, you generally cannot take another – they do not stack.
- **Racial Features:** Racial features are similar to feats, but stack with them. For example, the Elven Magic racial feature that provides a +2 bonus to caster level checks to overcome spell resistance is identical to the feat Spell Penetration, but is considered a racial bonus and stacks with Spell Penetration.

Either Bonus Feats or Racial Features can be applied as advantages for your race. There are advantages to each.

- Bonus Feats are more like a head start. Since they don't stack with feats selected from leveling, a race with Bonus Feats can't actually become stronger than other races in their focus if the member of another race invests in the feat as well. This prevents some game balance problems.
- Racial Features are an indication that a race is strictly better at certain things than members of all other races. They can double up with feats that focus in the same areas as their Racial Features. This provides good flavor but can result in some balance problems. As a result, Racial Features are costed 25% higher than bonus feats.

FEAT LIST

Following is a list of feats and their point values when provided as a bonus feat. Most feats left out were deemed inappropriate as racial features.

SCORING:

- Feats that provide bonuses to skills are calculated depending on the value of the individual skills. For those feats that provide bonuses to class skills, the feat is considered to have a +1 value per skill due to the greater likelihood of overcoming an opponent's CMD. Additionally, most of these Feats now provide extra bonuses at higher ranks. This is factored into the value, boosting the feat's point total by an additional 1 point for each skill that is a class skill.
- Other feats use point values as an approximation. The very best feats have a 30 point value – these are must-have feats for the appropriate class and define roles. 20 point feats are conditional but useful – they emphasize an aspect of a class that you may want to focus on. 15 point feats focus on smaller niches. Feats that are worth 10 points or less are generally not considered useful or are useful only for very specific synergies.
- 'Extra' feats (*such as Extra Channel*): This class of feats often has no effect except for specific classes that have the class feature which is boosted. However, if you present them as bonus feats, you may wish to allow a member of the race to use the class features they pertain to the number of times granted by the 'Extra' feat with an equivalent level equal to their character level. If you do this they are worth twice the highest listed value – the diversity of nabbing outside class features makes them valuable. An exception lays in Extra Mercy– this feat makes no sense without already having the lay on hands class feature.
- Other factors were taken into consideration. For example, the feat 'Run' is slightly more valuable to those who favor melee and wear lighter armor as it allows quick movement around the battlefield, and less valuable to those who can easily access alternate movement types.

PROVIDING RACIAL FEATS

You'll notice that some of the feats have all different values for different classes. So how do you assess the general value of a feat? The answer is simple – you don't. Instead, provide multiple choices for feats so that each class has a feat of roughly equal benefit to choose from. The point cost for this feat selection is equal to the benefit you're looking for in each.

GENERAL FEATS

This is the list of general feats that are universal enough to be appropriate for a race to have as racial feats. Following, we have a list of selected combat feats.

Toughness overvalued?: 1 hp per level may not seem to be worth 25 points. But consider that hit points are the ultimate defense – they are a buffer against death from damage (*the most common form of death, made even more common in Pathfinder Roleplaying Game*). nothing else even matters that much, especially in the late game, so it is essential not to undervalue hit points.

SECTION 3: SKILL ADJUSTMENTS

Skill adjustments are a safe and easy way to provide a little flavor to a race without risking any severe imbalance. By their nature they do allow breaking skill caps for a given character level, but skills are a weaker feature in the game and as such breaking cap isn't generally going to result in balance issues.

We've compiled a list of all the different skills available and provided rough point equivalencies for each. The very weakest skills are worth 1 point for a +1, the strongest up to +4. Each is categorized by the ability scores that govern them.

Skill bonuses are more valuable if they're applied to a class skill. This is worth an extra point for every +1 bonus to the skill.

All the values given in the tables below are for a +1 racial bonus to a given skill. Simply multiply the number below by the actual bonus you want to provide to get the point cost. If you want to calculate it by specific class you can, or you can just use the average for general purposes.

If you want to have conditional skill bonuses (features such as stonecunning are an example of this), you can reduce the cost of the skill. Skill costs should not be reduced below ½ point for +1. Always dole out skill bonuses in even numbers.

Conditional Modifier Severity: Mild (*stops use up to 25% of the time*). **Skill cost reduction:** -1/2

Conditional Modifier Severity: Moderate (*stops use up to 50% of the time*). **Skill cost reduction:** -1

Conditional Modifier Severity: Severe (*stops use more than 50% of the time*). This includes self-cast only for buffs. **Skill cost reduction:** -2

Note: It is generally unwise to provide bonuses greater than +4 to any given skill per LA (with +4 starting at an LA 0 race).

GENERAL FEATS

Feat Name	Value to Specific Classes										
	barb	bard	cleric	druid	fight	monk	pal	ranger	rog	sorc	wiz
Acrobatics	12	12	10	12	10	12	10	10	12	12	12
Acro. Steps	15	10	10	10	15	10	15	15	15	10	10
Alertness	18	18	18	20	16	20	18	18	20	16	16
Al. Channel	0	0	15	0	0	0	15	0	0	0	0
Animal affinity	12	8	8	12	12	8	12	12	8	8	8
Athletic	6	4	2	6	6	6	2	6	6	2	2
Aug. Summon	0	15	15	15	0	0	0	0	0	15	15
Com. Casting	0	10	10	10	0	0	5	5	0	10	10
Command Und	0	0	15	0	0	0	0	0	0	0	0
Deceitful	10	14	10	10	10	10	10	10	14	12	10
Deft Hands	8	10	8	8	8	8	8	8	12	8	8
Diehard	10	10	10	10	10	10	10	10	10	10	10
Elem. Channel	0	0	10	0	0	0	10	0	0	0	0
Endurance	6	6	6	6	8	6	8	6	6	6	6
Eschew Mat.	0	10	10	10	0	0	5	5	0	10	10
Extra Channel	0	0	20	0	0	0	15	0	0	0	0
Extra Ki	0	0	0	0	0	20	0	0	0	0	0
Extra LoH	0	0	0	0	0	0	15	0	0	0	0
Extra Mercy	0	0	0	0	0	0	15	0	0	0	0
Extra Perform	0	15	0	0	0	0	0	0	0	0	0
Extra Rage	20	0	0	0	0	0	0	0	0	0	0
Fleet	12	12	6	6	4	12	4	6	12	6	6
Great Fort	8	8	8	8	8	8	8	8	8	8	8
Imp Great Fort	8	8	8	8	8	8	8	8	8	8	8
Iron Will	6	6	6	6	6	6	6	6	6	6	6
Imp. Iron Will	6	6	6	6	6	6	6	6	6	6	6
Lightning Ref.	6	6	6	6	6	6	6	6	6	6	6
Imp. L. Ref.	6	6	6	6	6	6	6	6	6	6	6
Mag. Apt	12	16	14	14	12	12	14	14	14	16	14
Mar. Weapon	0	12	12	6	0	6	0	0	12	6	6
Master Craft	15	8	0	0	15	15	12	12	15	0	0
Nimble Moves	8	5	5	5	8	8	8	5	8	6	6
Persuasive	10	12	10	8	10	10	10	10	12	10	8
Run	14	12	10	8	10	14	10	12	14	8	8
Self-Sufficient	10	8	10	10	10	8	10	12	8	8	8
Skill Focus	12	12	12	12	12	12	12	12	12	12	12
Spell Focus	0	25	25	25	0	0	10	10	0	25	25
Stealthy	12	16	12	12	12	16	12	14	16	12	12
Toughness	25	25	25	25	25	25	25	25	25	25	25

COMBAT FEATS

Feat Name	Value to Specific Classes										
	barb	bard	cleric	druid	fight	monk	pal	ranger	rog	sorc	wiz
Agile Man.	11	12	11	11	20	20	11	20	30	11	11
Arcane Arm. T	0	0	0	0	0	0	0	0	0	15	15
Arcane Strike	0	15	0	0	0	0	0	0	0	15	15
Blind-Fighting	15	10	15	10	15	15	15	15	15	5	5
C. Off-guard	11	9	11	5	11	5	11	11	11	0	0
Combat Exp.	5	5	11	5	11	11	11	5	11	0	0
Combat Ref.	15	11	18	15	20	15	18	18	18	0	0
Critical Focus	11	11	11	11	11	11	11	11	11	5	5
Deadly Aim	11	15	15	11	15	11	11	20	15	5	5
Def. Combat T	0	20	30	20	0	30	0	0	30	15	15
Deflect Arrow	11	11	11	11	11	11	11	15	11	15	15
Dodge	14	14	14	14	14	14	14	14	14	14	14
Ex. Wep Prof	15	11	15	11	15	11	15	15	15	5	5
Imp. Bull Rush	15	11	15	15	15	15	15	11	11	5	5
Imp. Feint	11	15	11	11	15	15	11	11	20	5	5
Imp. Grapple	20	11	15	20	20	0	15	15	11	5	5
Imp. Initiative	20	20	20	20	20	20	20	20	20	20	20
Imp. Overrun	15	11	15	11	15	11	15	11	11	5	5
Imp. Sunder	15	11	15	11	15	15	15	11	11	5	5
Imp. Trip	15	11	15	15	15	11	15	15	11	5	5
Imp. unarmed	11	11	11	5	11	0	11	11	11	5	5
Int. Prowess	7	5	5	5	7	7	7	5	5	0	0
Mobility	9	9	9	9	9	9	9	9	9	5	5
Mounted Com.	13	11	13	18	15	11	20	20	11	5	5
Penet. Strike	12	9	12	9	12	9	12	12	12	4	4
Point-Blank S.	11	11	15	11	15	11	11	20	20	11	11
Power Attack	20	11	20	15	20	15	20	20	15	5	5
Precise Shot	15	11	20	15	20	11	15	20	20	15	15
Quick Draw	11	15	11	9	15	9	11	11	20	5	5
Rap. Reload	11	15	15	5	15	5	11	15	15	5	5
Weapon Fin.	9	11	9	9	15	15	9	20	20	5	5
Weapon. Foc.	15	15	15	15	15	15	15	15	15	9	9
Weapon. Spec	15	15	15	15	15	15	15	15	15	5	5

RACE CREATION COOKBOOK

STRENGTH

Skill Name	barb	bard	cleric	druid	fight	monk	pal	ranger	rog	sorc	wiz	avg
Climb	3	3	2	3	3	3	2	3	3	2	2	3
Swim	3	2	2	3	3	3	2	3	3	2	2	3

DEXTERITY

Skill Name	barb	bard	cleric	druid	fight	monk	pal	ranger	rog	sorc	wiz	avg
Acrobatics	4	4	3	3	3	4	3	3	4	3	3	3
Disable device	3	3	3	3	3	3	3	3	4	3	3	3
Escape art	3	4	3	3	3	4	3	3	4	3	3	3
Stealth	3	4	3	3	3	4	3	4	4	3	3	3
Fly	2	2	2	3	2	2	2	2	2	3	3	3
Ride	3	2	2	3	3	3	3	3	2	2	2	3
SoH	1	2	1	1	1	1	1	1	2	1	1	1

INTELLIGENCE

Skill Name	barb	bard	cleric	druid	fight	monk	pal	ranger	rog	sorc	wiz	avg
Spellcraft	3	4	4	4	3	3	4	4	3	4	4	4
K: arc.	2	3	3	2	2	2	2	2	2	3	3	2
K: dun.	2	3	2	2	3	2	2	3	3	2	3	2
K: eng.	2	3	2	2	3	2	2	2	2	2	3	2
K: geo.	2	3	2	3	2	2	2	3	2	2	3	2
K: hist.	2	3	3	2	2	3	2	2	2	2	3	2
K: local	2	3	2	2	2	2	2	2	3	2	3	2
K: nature	3	3	2	3	2	2	2	3	2	2	3	2
K: noble	2	3	3	2	2	2	3	2	2	2	3	2
K: planes	2	3	3	2	2	2	2	2	2	2	3	2
K: rel.	2	3	3	2	2	3	3	2	2	2	3	2
Appraise	1	2	2	1	1	1	1	1	2	2	2	1
Craft	2	2	2	2	2	2	2	2	2	2	2	2

WISDOM

Skill Name	barb	bard	cleric	druid	fight	monk	pal	ranger	rog	sorc	wiz	avg
Percept	5	5	4	5	4	5	4	5	5	4	4	5
Sense	3	4	4	3	3	4	4	3	4	3	3	3
Heal	2	2	3	3	2	2	3	3	2	2	2	2
Survival	3	2	2	3	3	2	2	3	2	2	2	2
Prof.	1	2	2	2	2	2	2	2	2	2	2	2

CHARISMA

Skill Name	barb	bard	cleric	druid	fight	monk	pal	ranger	rog	sorc	wiz	avg
UMD	4	5	4	4	4	5	4	4	5	5	4	4
Bluff	3	4	3	3	3	3	3	3	4	4	3	3
Diplom	3	4	4	3	3	3	4	3	4	3	3	3
Disguise	2	3	2	2	2	2	2	2	3	2	2	2
Handle	3	2	2	3	3	2	3	3	2	2	2	2
Intim.	2	2	1	1	2	2	1	2	2	2	1	2
Perform	1	5	1	1	1	2	1	1	2	1	1	2

SECTION 4: DEFENSIVE RACIAL FEATURES

Defense is less exciting than offense, because it tends to be more about what a race can avoid as opposed to what they actually do. The flip side of the coin is that defensive abilities are good for flavor – what a race has resistances to can be a strong indication of what they have to deal with on a daily basis. For example, a race who regularly swims in mildly acidic waters may have Acid Resistance.

Defensive abilities are costed somewhat lower than offensive ones – their utility is entirely dependent on what the GM happens to use in his campaign. There are some types of energy damage and status effects that are more common than others, however.

There are several defensive features available to races that are within the scope of this book.

- Energy Resistance
- Damage Reduction
- Effect Immunities
- Saving Throw Bonuses
- Armor Class bonuses

ENERGY RESISTANCE

On average, even an energy resistance of 20 will probably not prevent more than a few hundred damage over a character's lifetime. In the extremes, however, it can trump entire encounters by rendering the character impervious to an enemy's attack. Take this into consideration when designing both races and encounters.

In order to calculate the value of Energy Resistance, we assumed roughly 12 encounters per level (*actually the number would be slightly higher if you assume all encounters are at a par CR, but we all know GMs like to challenge their players a little bit!*). We calculated the number of monsters that have an attack that deals appropriate energy damage of a pool of 300 monsters from the SRD (*that is most of them. Some were left out for being derivative and strict melee-based monsters. If anything this analysis overemphasized the importance of energy resistance.*)

We assumed an encounter would last 5 rounds, and that a character was likely to be hit by at most 2 energy attacks in that time. (*This is generous.*)

- **Number of Monsters with Fire energy damage:**
43/300 (14.3%)
- **Number of Monsters with Electric energy damage:**
29/300 (9.6%)

- **Number of Monsters with Cold energy damage:**
22/300 (7.3%)
- **Number of Monsters with Acid energy damage:**
29/300 (9.6%)
- **Number of Monsters with Sonic energy damage:**
8/300 (2.6%)

Anticipated maximum instances of energy damage over a character's lifetime (228 battles)

- **Fire:** 65
- **Electric:** 43
- **Cold:** 33
- **Acid:** 43
- **Sonic:** 11

Lifetime/Per Battle damage absorption (*averaged*)

Resistance	5	10	15	20
Fire	325/1.4	650/2.9	975/4.3	1300/5.7
Electric	215/0.9	430/1.9	645/2.8	860/3.8
Cold	165/0.7	330/1.4	495/2.2	660/2.9
Acid	215/0.9	430/1.9	645/2.8	860/3.8
Sonic	55/0.2	110/0.5	165/0.7	220/1.0

Worth noting that Fire Resistance 20, the best energy resistance, provides about the same amount of health over a character's lifetime as being able to cast cure light wounds as a second level caster 4 times per day. Energy damage tends to be in spikes, but still. Take that as you will.

Hit points are nearly always restored on a daily basis. Assuming 4 encounters per day, here are the amount of hit points per day each energy resistance is worth:

Resistance	5	10	15	20
Fire	5.6	11.6	17.2	22.8
Electric	3.6	7.6	11.2	14.4
Cold	2.8	5.6	8.8	11.6
Acid	3.6	7.6	11.2	14.4
Sonic	0.8	2.0	2.8	4.0

Here is the point cost value table:

Resistance Type	5	10	15	20
Fire	6	13	19	26
Electric	4	8	12	16
Cold	3	6	9	12
Acid	4	8	12	16
Sonic	1	3	4	5

Rationale: The feat Toughness was given a value of 25 points, and it provides a maximum of 20 hit points at 20th

SPECIFIC RESISTANCES

FIRE RESISTANCE

The most common energy type your character will come across. Each level of arcane spell from 1 to 4 has at least one core fire-damage spell, and those are the levels where blasting damage still threatens a character. Additionally, fire damage is likely to be the most common type of environmental energy damage a character will encounter – camp fires, forest blazes, and extreme heat are all fire damage that many PCs will deal with in one way or another.

Fire resistance is a good choice for fire elemental races, devilish races, or those from hot climates.

ACID RESISTANCE

Acid damage tends to occur with subterranean creatures. It isn't strange for a party to come across pools of acid in a dungeon, to deal with acid traps, or to be devoured and digested by something terrible. This is the most 'natural' seeming damage type.

Acid resistance is a good choice for subterranean, jungle, or plant-based creatures, especially if they use acid attacks themselves.

ELECTRICAL RESISTANCE

Electrical damage is usually associated with storms, the element of air, and a few oddball creatures like the arrowhawk. It is not a common damage type amongst monsters but there are a lot of low level spells that deal electrical damage.

Electrical resistance works with air-based races, those associated with storms, seamanship, or druidic powers.

COLD RESISTANCE

The second least common damage type. There are a handful of spells that deal cold damage, few monsters use it, and only in extraordinary circumstances are you going to see cold energy damage from the environment, as extremely cold areas are generally handled with constitution checks.

Cold resistance works for creatures from cold climates, those associated with living in the water, and even races associated with darkness.

SONIC RESISTANCE

An oddball energy type that rarely saw use until people realized nothing really used it. Sonic damage is rarely resisted and precious little utilizes it; however many player builds use it extensively.

level. Toughness is scaled as hit points per level, whereas energy resistance is generally frontloaded in a lump sum, which would seem to favor energy resistance. However, extra hit points are additive and energy resistance is granted by a number of spells and pieces of equipment that don't stack. Given these circumstances, it is assumed that they are of roughly equivalent value. Thus, the cost is 1.25 points per hit point per day.

VULNERABILITIES

Without knowledge of each specific energy attack it is difficult to assign values to vulnerabilities, although we can calculate the number of attacks they affect and anticipate an expected output based upon standard curve energy damage – 1d6/level (3.5 per level). (36.75 average).

Energy Type	Lifetime instances	Expected damage load
Fire	65	2389
Electric	43	1580
Cold	33	1213
Acid	43	1580
Sonic	11	404

Then we take the damage load, divide it by 228 then multiply it by 4 (or just divide it by 72) for the daily load. Half of this value is the number of extra hit point damage a vulnerability will cause on an average day across all levels.

Vulnerability	Expected damage load	Daily Load	Vulnerability Damage	Bonus points
Fire	2389	33	17	+21
Electric	1580	22	11	+14
Cold	1213	17	9	+11
Acid	1580	22	11	+14
Sonic	404	6	3	+4

IMMUNITIES

Just take the daily load and multiply it by the value of hit points (1.25).

Energy type	Daily Load	Cost
Fire	33	41
Electric	22	28
Cold	17	21
Acid	22	28
Sonic	6	8

Sonic resistance works for creatures based around music or sound. It is almost a giveaway ability under normal circumstances.

DAMAGE REDUCTION

Damage reduction applies to all physical damage. It starts out very useful at lower levels and stays somewhat useful towards mid level. By high level, however, its power drops off when tens or hundreds of damage is being thrown around per hit.

In order to calculate the value of Damage Reduction, we assumed 12 encounters per level. Since almost all monsters have some form of melee damage, damage reduction is guaranteed to serve as, effectively, extra hps in each encounter. But how much damage will the damage reduction actually prevent?

We sampled 3 melee monsters at each CR, and determined their number of successful melee attacks in a given combat. We assumed 1 full attack, 1 standard attack, and 3 rounds where the character wasn't attacked or during which another ability was used. After this, we had an average AC calculated for each character class at each level and determined the number of attacks that would hit in a given combat.

Here is the list of SRD monsters sampled.

CR 1: Anim. Object (1, +1); Gnoll (1, +3); Krenshar (3, +2/0/0)

CR 2: Bugbear (1, +5); Choker (2, +6/6); Hippogriff (3, +6/6/1)

CR 3: Ankheg (1, +7); Deinonychus (4, +6/1/1); Dire Ape (3, +8/8/3)

CR 4: Aranea (1, +5); Minotaur (3, +9/4/4); Gargoyle (4, +6/6/4/4)

CR 5: Achaierai (3, +9/9/4); Mummy (1, +11); Green Hag (2, +13/13)

CR 6: Megaraptor (4, +9/4/4/4); Ettin (2, +12/7); Girallon (5, +12/12/12/12/7)

CR 7: Bulette (3, +16/10/10); Chimera (5, +12/12/12/10/10); Dragonne (3, +12/7/7)

CR 8: Athach (5, +12/12/12/12/7); T. Rex (1, +20); Efreeti (2, +15/15)

CR 9: Mohrg (2, +12/12); Triceratops (1, +20); Avoral (2, +13/13)

CR 10: Bebelith (3, +19/14/14); Clay Golem (2, +14/14); Fire Giant (3, +20/15/10)

CR 11: E. Earth Elemental (2, +27/27); Stone Golem (2, +18/18); Barbed Devil (2, +18/18)

CR 12: G. Basilisk (1, +25); Frost Worm (1, +21); Leonal (3, +20/20/15)

CR 13: Storm Giant (3, +26/21/16); Iron Golem (2, +23/23); Death Slaad (3, 20/20/18)

CR 14: Nalfeshnee (3, +20/17/17); Nightwing (1, +18); Astral Deva (3, +21/16/11)

CR 15: Marut (2, +22/22); Mummy Lord (1, +20); Elite Vampire (3, +16/16/11)

CR 16: Planetar (3, +23/18/13); Nightwalker (2, +24/24); Horned Devil (5, +25/22/22/20/15)

CR 17: Marilith (7, +24x6/22); Frost Jarl (4, +30/25/20/15); Aboleth Mage (4, +18/18/18/18)

CR 18: Nightcrawler (2, +29/24); Decent Fighter (4, +33/28/23/18); Decent Rogue (3, +28/23/18)

CR 19:** No data

CR 20*: Tarrasque (6, +57/52/52/52/52/52); Balor (6, +31/30/26/25/21/16); Pit Fiend (6, +30/30/28x4)

**outlier: The tarrasque is a ludicrous opponent in melee. It will almost always hit. Facing it in melee will be death. Therefore, we're not going to be considering it for purposes of this chart as its CR is not actually in any way appropriate. It is included for completeness' sake.*

***:* There are no 19 CR monsters provided in the SRD. Instead, we simply advanced the CR 18 monsters by 1 level in fighter, thus increasing average BAB by 1 across all fields.

CHARACTER ARMOR CLASS SAMPLES

These stats are obviously not optimized for armor class. They are centered around providing a roughly average armor class while avoiding concentrating too much in defensive stats.

NOTEWORTHY UPGRADES:

- Mithral armor at level 4
- Rings of protection at 5, 10, 15, 20
- Armor +1 at 6, +2 at 9, +3 at 12, +4 at 15, +5 at 18
- Fighters, clerics, and paladins use shields that accrue pluses at 7, 11, 15, 19

CHARACTER ARMOR CLASS SAMPLES

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
bb	15	15	15	16	18	20	21	22	23	24	25	27	27	27	30	30	30	32	33	34
ba	14	14	14	16	17	18	19	20	21	22	23	24	24	24	27	27	27	28	29	30
cl	20	20	20	20	21	22	24	24	25	26	28	30	30	30	33	33	33	34	36	37
dr	Druid is largely dependent on animal form																			
ft	21	21	21	21	22	23	25	26	27	28	30	31	32	32	35	36	36	37	39	41
mo	14	14	14	15	16	17	18	21	22	23	24	26	26	26	29	32	32	33	34	38
pa	20	20	20	20	21	22	24	24	25	26	28	30	30	30	33	33	33	34	36	37
rg	14	14	14	17	18	19	20	20	21	22	23	24	24	24	27	28	28	29	30	32
ro	15	15	15	19	20	21	22	22	23	24	25	28	28	28	30	32	32	33	34	37
so	11	11	11	12	12	12	14	14	14	15	16	16	17	17	19	19	20	20	25	29
wi	11	11	11	12	12	12	14	14	14	15	16	16	17	17	19	19	20	20	25	29

ASSUMED DEXTERITY (ITEMS AND BONUSES FACTORED IN):

lvl	barb	bard	clr	druid	fight	monk	pal	ran	rog	sor	wiz
1	14	14	10	12	12	14	10	14	17	12	12
4	14	14	10	12	12	14	10	16	20	12	12
8	16	16	10	12	14	16	10	16	21	12	12
12	16	16	12	14	14	16	12	16	24	14	14
16	16	16	12	14	16	18	12	18	26	14	14
20	16	16	12	14	18	20	12	20	30	14	14

lvl Monk Wisdom

1	14
4	14
8	16
12	16
16	18
20	20

- Monks get bracers of armor +1 at 6, +2 at 9, +3 at 12, +4 at 15, +5 at 18.
- A source of natural armor scales up at 7, 11, 15, and 19.
- The barbarian has selected Guarded Stance and/or Rolling Dodge.

PUTTING IT ALL TOGETHER

Following is the master table that provides an approximation of how many attacks will hit each character in a given battle with raw data. There are modifiers listed afterward for certain classes who are expected to have magical protection, special positioning, etc.

KEY

- #At: average number of attacks made (full attack + 1)
- +H: the monster's average +hit at a given CR

Methodology: The number of attacks in each sample group was averaged and rounded to the nearest half. Then, each iterative attack in order was averaged (*rounding to the nearest whole +hit, 5 rounds down*). When only 1 or 2 iterative attacks were present in a set, they were not averaged against 0, only against the other iteratives remaining in the set.

There are a few outliers in the chart (*Marilith, I'm looking at you, plus the fact that there were exactly no CR 19 monsters aside from advanced ones and various stripes of dragons, dragons being a particularly severe outlier who vastly outclass their CR*) but the general trend is an upward progression in base attack with a number of attacks staying steady at around 2.5.

The number of hits is calculated based on an expected 12 battles per level. Fractions were rounded down at .5.

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CR	#At	+h	brb	bar	clr	fgt	mnk	pal	ran	rog	sor	wiz
1	1.5	+2/0	11	13	4	3	13	4	13	11	17	17
2	2	+5/5	20	22	11	9	22	11	22	20	27	27
3	2.5	+7/5/2	25	27	14	12	27	14	27	25	33	33
4	2.5	+7/5/4	23	23	15	13	25	15	21	17	31	31
5	2	+11/10	25	26	19	15	28	19	25	21	34	11
6	3.5	+11/8/8/8	30	33	22	20	36	22	31	25	11	11
7	3.5	+13/10/10/10	31	36	22	20	37	22	33	28	11	11
8	2.5	+16/14/12	29	33	25	21	31	25	33	29	11	11
9	1.5	+15/12	19	22	16	13	20	16	22	19	11	11
10	2.5	+18/15/12	28	32	24	20	30	24	32	28	11	11
11	2	+21/21	31	34	25	22	32	25	34	31	11	11
12	1.5	+22/20	23	28	19	17	25	19	28	20	11	11
13	2.5	+23/21/17	33	38	26	22	35	26	38	31	11	11
14	2.5	+20/17/14	26	32	18	15	28	18	32	24	11	11
15	2	+19/19	18	23	13	9	20	13	23	18	11	11
16	3.5	+24/21/20/18	34	43	26	18	29	26	40	29	11	11
17	5	+24/24/22/19/17	46	56	35	24	38	35	53	38	11	11
18	3	+30/25/21	37	42	32	25	35	32	41	35	11	11
19	3	+31/26/22	37	42	30	23	35	30	41	35	11	11
20	6	+30/30/27/26/24/22	59	72	46	29	42	46	72	46	11	11

LIFETIME ATTACKS TAKEN

Class	Lifetime Attacks	Attacks per day (Attacks/57)	Damage prevention per day per DR 1	Point Cost for 1/- DR
Barbarian	585	10	10	13
Bard (melee)	677	12	12	15
Cleric	442	8	8	10
Druid	Variable			
Fighter	350	6	6	8
Monk	588	10	10	13
Paladin	442	8	8	10
Ranger (melee)	661	12	12	15
Rogue (melee)	530	9	9	11
Sorc or other Ranged (3)	307	5	5	6
Wizard	284	5	5	6

Average value is 10 points per point of DR.

For DR that can be pierced by specific material or aligned qualities, reduce the cost of the DR to 9 per point.

For DR that can be pierced by magical weapons, reduce the cost of the DR to 7 per point.

Note: When designing races, allowing more than 3 points of DR at low level may not be a good idea as it can completely negate a lot of physical damage. If you need

to add more DR than 3, try starting at 3 and scaling it up every 5 levels or so.

Note: If you want to provide a way to bypass damage reduction (through aligned weapons, etc) it reduces the cost.

CORE ASSUMPTIONS:

- At levels 5 or higher for wizards and 6 or higher for sorcerers, we will assume that they have either taken

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NATURAL ARMOR BONUS

CR	#At	+hit	Number of attacks missed per point of AC
1	1.5	+2/0	1.5
2	2	+5/5	1.8
3	2.5	+7/5/2	2.1
4	2.5	+7/5/4	2.1
5	2	+11/10	1.8
6	3.5	+11/8/8/8	2.7
7	3.5	+13/10/10/10	2.7
8	2.5	+16/14/12	2.1
9	1.5	+15/12	1.5
10	2.5	+18/15/12	2.1
11	2	+21/21	1.8
12	1.5	+22/20	1.5
13	2.5	+23/21/17	2.1
14	2.5	+20/17/14	2.1
15	2	+19/19	1.8
16	3.5	+24/21/20/18	2.7
17	5	+24/24/22/19/17	3.6
18	3	+30/25/21	2.4
19	3	+31/26/22	2.4
20	6	+30/30/27/26/24/22	4.2

NATURAL ARMOR BONUS DAMAGE TRANSLATION

CR	Average Damage per attack	Number of attacks missed per point of AC	Damage Prevented
1	3.9	1.5	5.85
2	5.8	1.8	10.44
3	10.5	2.1	22.05
4	7.1	2.1	14.91
5	10.9	1.8	19.62
6	9.8	2.7	26.46
7	9.7	2.7	26.19
8	17.5	2.1	36.75
9	15.2	1.5	22.8
10	18.3	2.1	38.43
11	19	1.8	34.2
12	18.3	1.5	27.45
13	23.9	2.1	50.19
14	17	2.1	35.7
15	18.3	1.8	32.94
16	21.6	2.7	58.32
17	19.5	3.6	70.2
18	18.9	2.4	45.36
19	18.9	2.4	45.36
20	16.4	4.2	68.88

SECTION 5: EFFECT IMMUNITIES AND SAVING THROW BONUSES

to the air or applied some other defensive measure to prevent being targeted in melee. This is top priority for a wizard, and only allows a single attack to get through on round 1 before they are close to untouchable. (this is a fairly generous interpretation; much of the time an arcane caster will not be on the front lines or is being entirely evasive. Assuming 1 attack per battle connecting from a melee opponent to an arcane caster is an approximation but a fair one.)

- The stats given are for dual wield melee rangers and melee rogues. Ranged versions of either class will have a profile similar to those of wizards and sorcerers.
- Bards are treated as melee combatants here, however it's likely that in most cases they are sideline fighters. You can apply the modifications made to sorcerers and wizards if your bard is not a melee fighter.
- Different values are given to different classes and builds because melee defense has a highly variable value. You can use the average value for a universal point cost.
- Point costs for DR were rounded up at .5. The cost calculation for DR was determined the same way as energy resistance – 1.25 points per hit point per day.

NATURAL ARMOR BONUS

So how much damage does +1 to AC wind up preventing, anyway? In order to figure this out we have to return to the monster sample. We use the same calculation for number of attacks attempted as we did for DR. It works out to be .3 attacks missed for every half attack, sitting at a base of 1.2 for 1 attack.

A total of 45 lifetime attacks missed per point of AC. Now we'll take a look at how much damage this translates into.

That's 646.74 damage prevented over a character's lifetime, total. If we take that by day, on average, a point of AC prevents 11 points of damage per day. This will obviously be skewed lower in the lower levels and higher in the higher ones, but we need an average performance to work out a universal cost. Multiplying this by 1.25 (same as energy resistance and damage reduction) we find that 1 point of AC rounds up to be worth 14 points.

Final Value per 1 AC = 14 points

This is for dodge bonuses. Natural armor bonuses should be slightly less since they don't apply some of the time. But only slightly – set it at 12 points.

***Note:** When designing races, allowing more than 3 or 4 points in dodge/natural armor class as a racial feature could result in early game imbalances.*

Here we've arrived at the 'other' defenses. Arguably more important than energy resistance or damage reduction, effect immunities and saving throw bonuses can repel any of the various status conditions that most monsters throw around in battle.

In order to determine the value of an effect defense or a saving throw bonus, we've calculated the frequency at which each attack is expected to be encountered. We used a sample of 300 monsters from the SRD.

We assumed a lifetime of 228 encounters.

Name of Effect	Number recorded	Percent occurrence	Lifetime Encounter
Disease	20	7%	16
Mind-affecting	99	33%	75
'Person'	24	8%	18
Paralysis	34	11%	25
Poison	44	15%	34
Sleep	14	5%	11
Spells	110	37%	84
Petrification	8	3%	7

We're going to need the frequency and number of each of the saving throws in total as well.

Save	Number Recorded	Percent Occurrence	Lifetime Encounter
Fortitude	139	46%	105
Reflex	99	33%	75
Will	116	39%	89

Okay, let's relate them now. We're taking the total number of each effect encountered and relating them as a percentage of the total number of each saving throw they are generally associated with. This works great without modification except for paralysis – paralysis can commonly be either Fort or Will. We just averaged the two.

Name of Effect	Number recorded	Save recorded	Percentage of Save
Disease	20	139	14%
Mind-affecting	99	116	85%
'Person'	24	116	21%
Paralysis	34	128	27%
Poison	44	139	32%
Sleep	14	116	12%
Spells	110	special	(special)

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Spells are something of a special case. Getting a truly accurate read isn't easy given that spells are subject to all saving throws. Additionally, multiple instances of a single save type in a spell list tend to be redundant. Since the saves all have different frequencies we had to weight the different saves.

Percentage of saves that were Fortitude: 39.27

Percentage of saves that were Reflex: 27.97

Percentage of saves that were Will: 32.77

We can use those as an average to determine the number of effective saves for each type of spell. However, since reflex spells were relatively less common (*via simple observation, the majority of reflex saves were actually breath weapons or saves from things like ooze acid*), we're reducing the number of reflex spells by roughly 50% and distributing those between fort and will saves. The modified numbers are in brackets.

Number of saves that were fortitude spells: 43 (50)

Number of saves that were reflex spells: 31 (16)

Percentage of saves that were will spells: 36 (44)

So let's finish this.

Type of Spell	Number recorded	Number of saves	Percentage of saves
Fortitude Spells	50	139	36%
Reflex Spells	16	99	16%
Will Spells	44	116	38%

Alright! Now that we have a rough lifetime occurrence, we can calculate how valuable these effects are in relation to the respective saving throw modifying feats that would provide blanket bonuses to the saves which would normally prevent each effect. In order to do that we need data on the lifetime encounter rate of each saving throw.

Costing: For a +1 bonus, we divide the lifetime occurrence by ½ the number of fighting days (28) (*the value was halved because of the relative power of save vs. effects*). For immunity, we multiply that number by 30 for spells and effects (*representing a full +30 bonus to a save, enough to render effective immunity*).

- Conditional immunities reduce the cost by 40 points.

GENERAL SAVES

Effect	Lifetime	Percentage of saves	Cost for +1	Cost for Autosave
Universal Fort	105	39%	4	113
Universal Reflex	75	28%	3	80

Universal Will	89	32%	3	95
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SPELL SAVES

Save	Lifetime	Cost for +1	Autosave
Fort Spells	38	1	41
Reflex Spells	12	1 point for +2	13
Will Spells	34	1	36
Universal Spells	84	3	90

EFFECT SAVES

Save	Lifetime	Cost for +1	Immunities
Disease	16	1 point for +2	17
Mind-affecting	75	3	80
'Person'	18	1 point for +2	19
Paralysis	25	1	27
Petrification	7	1 point for +4	8
Poison	34	1	36
Sleep	11	1 point for +2	12

SECTION 6—SPELL-LIKE ABILITIES

Many monsters possess an array of spell-like abilities, and it follows that these can be inborn features for playable races as well. Spell-like abilities, from a flavor perspective, tend to seem more magical or sorcerous and may not be appropriate for a non-magical race unless justified as a mundane power.

It is possible to alter a spell-like ability into an exceptional ability – this makes the ability seem more natural and innate as opposed to supernatural. However this comes at a slight cost penalty as exceptional abilities are slightly more powerful (*immunity to dispels and spell resistance can go a long way*.) To convert a spell-like ability to an exceptional ability, increase the base cost by 4 points.

CHARACTERISTICS

Spell-like abilities are generally meted out on a uses per day basis, to reflect the distribution of regular spells. A spell-like ability is treated exactly as the spell of the same name, although it will sometimes have a caster level that scales with character level.

For purposes of this list, most spell-like abilities are restricted to first and second level spells, as those are the spells suitable for use with LA +0 races. There are a few exceptions from higher levels – these are mostly utility spells that have strong thematic components. There are also a few very niche spells from first and second level that have been omitted.

RANKING AND COST

The value of spell-like abilities was calculated in a way similar to feats.

- **5 points or less:** not a useful spell under most circumstances.
- **6-10 points:** useful at lower levels. Most offensive abilities fall into this category
- **11-15 points:** Has some lasting utility even at high level. Often these spells are most useful outside of combat situations.
- **16-20 points:** Has utility through to high level.
- **21 points or more:** Quite powerful abilities that will be a boon to any class.

For uses beyond the first per day, the cost is ½ the initial. Round up.

RESKINNING

Since racial abilities are all about flavor, it is perfectly acceptable to reskin spells into slightly altered forms to better suit a given race. For example, Acid Arrow could become Sound Arrow. Something like Bear's Endurance could be renamed into a feature more in keeping with the race's niche. Simple renamings or alterations of energy type are perfectly fine. Take more consideration when altering effects (*transforming Rusting Grasp so that it now destroys stone would probably result in an altered point cost, for example.*)

Spell	Cost for first use	Bless Weapon	18	Create Food/Water	20	Detect Scrying	13
Acid arrow	10	Blindness/Deafness	19	Create Water	12	Det. Secret Doors	13
Acid Splash	5	Blur	20	Cure Light Wounds	12	Det. Snares/Pits	14
Aid	15	Bull's Strength	14	Cure Mod. Wounds	16	Detect Thoughts	15
Alarm	10	Burning Hands	10	Curse Water	13	Detect Undead	11
Align Weapon	15	Calm Animals	11	Dancing Lights	5	Discern Lies	16
Alter Self	15	Calm Emotions	12	Darkness	16	Disguise Self	11
Animal Messenger	10	Cat's Grace	14	Darkvision	13	Divine Favor	17
Animal Trance	5	Cause Fear	5	Daze	5	Doom	8
Animate Rope	11	Charm Animal	12	Daze Monster	8	Eagle's Splendor	14
Arcane Lock	11	Charm Person	19	Death Knell	8	Endure Elements	15
Arcane Mark	5	Chill Metal	10	Deathwatch	12	Enlarge Person	19
Augury	20	Chill Touch	12	Delay Poison	10	Entangle	20
Bane	10	Color Spray	8	Desecrate	12	Enthrall	14
Bear's Endurance	14	Command	14	Det. Animal/Plant	14	Entropic Shield	17
Bleed	5	Command Undead	10	Detect Chaos/Evil/		Erase	6
Bless	11	Comprehend Lang.	12	Good/Law	12	Exp. Retreat	15
Bless Water	13	Consecrate	12	Detect Magic	11	Faerie Fire	12
		Continual Flame	14	Detect Poison	9	False Life	11

Modifying to Supernatural: You can modify a spell-like ability into a supernatural ability for an additional 2 points, +1 per use beyond the first. Supernatural abilities are slightly more powerful than standard spell-likes.

Modifying to Exceptional: Costs an additional 3 points, +1 per use beyond the first.

Modifying to Conditional: Maybe the race in question can only use Aid when directly threatened. Maybe they can only use Acid Arrow when near a source of water. These are conditional modifiers, and can reduce the cost based upon severity. The table below shows the cost modifiers in light blue.

Minimum cost is 1 point.

Conditional Modifier Severity: Mild (*stops use up to 25% of the time*)

Base Cost of spell-like ability 5-10: -2; 11-15: -3; 16+: -4

Conditional Modifier Severity: Moderate (*stops use up to 50% of the time*)

Base Cost of spell-like ability 5-10: -3; 11-15: -5; 16+: -7

Conditional Modifier Severity: Severe (*stops use more than 50% of the time*). This includes self-cast only for buffs.

Base Cost of spell-like ability 5-10: -4; 11-15: -7; 16+: -11

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Feather Fall	13	Invisibility	18	Pass Without Trace	14	Shield	16
Find Traps	12	Jump	13	Prayer	15	Shield of Faith	17
Flame Blade	12	Knock	12	Prestidigitation	8	Shillelagh	13
Flaming Sphere	10	Know Direction	7	Produce Flame	11	Shocking Grasp	9
Flare	6	Levitate	11	Prot. from Arrows	12	Silence	15
Floating Disk	11	Light	7	Prot. from Chaos/Evil/		Silent Image	13
Fly	21	Locate Object	14	Good/Law	12	Sleep	8
Fog Cloud	14	Longstrider	12	Prot. from Energy	18	Sound Burst	10
Fox's Cunning	14	Lullaby	5	Purify food + drink	7	Speak with Animals	12
Gaseous Form	20	Mage Armor	14	Pyrotechnics	13	Speak with Dead	16
Gentle Repose	11	Mage Hand	7	Quench	15	Speak with Plants	12
Ghost Sound	8	Magic Fang	8	Rage	13	Spectral Hand	11
Ghoul Touch	14	Magic Fang, Grt	16	Ray of Enf.	15	Spider Climb	15
Glitterdust	23	Magic Missile	10	Ray of Frost	5	Spike Growth	13
Goodberry	11	Magic Mouth	11	Read Magic	8	Spiritual Weapon	12
Grease	16	Magic Stone	9	Reduce Animal	11	Status	15
Guidance	5	Magic Vestment	17	Reduce Person	14	Stone Shape	18
Gust of Wind	15	Magic Weapon	9	Remove Blind/Deaf	14	Summon Swarm	13
Heat Metal	10	Magic Weapon, Grt	18	Remove Curse	13	Touch of Fatigue	6
Hide from Animals	14	Make Whole	14	Remove Disease	13	True Strike	11
Hide From Undead	12	Mending	7	Remove Fear	12	Undet. Alignment	10
Hideous Laughter	16	Message	6	Remove Paralysis	14	Ventriloquism	13
Hold Animal	15	Minor Image	15	Resistance	7	Warp Wood	13
Hold Person	16	Mirror Image	18	Resist Energy	14	Water Breathing	14
Hold Portal	9	Mount	12	Rope Trick	20	Water Walk	15
Hypnotic Pattern	10	Neutralize Poison	15	Rusting Grasp	18	Web	18
Hypnotism	8	Obscure Object	13	Scare	11	Wood Shape	17
Identify	14	Obscuring Mist	16	Scorching Ray	15		
Inf. Light Wounds	6	Open/Close	6	See Invisible	14		
Inf. Mod Wounds	9	Owl's Wisdom	14	Shatter	15		

SECTION 7: SIZE AND CREATURE TYPE

Different sizes and creature types are actually collections of lesser advantages and disadvantages covered in various sections of this book. We've compiled them into total point costs for the sake of convenience here. Some particularly broken or stupid abilities and types were omitted.

SECTION 8: MISCELLANEOUS FEATURES

These are traits and abilities found in various templates that can be extracted to serve as racial features. Many of these are difficult to assess and dependent upon the content of the campaign, use the point costs as guidelines.

SECTION 9: MOVEMENT AND VISION

Tactically useful, versatile and highly flavorful, increased movement speeds and alternate movement modes are a good way to add a little more definition to a race. There are 5 basic types of movement. Ranked from weakest to strongest, they are:

Swim: while most of the time swim doesn't do anything at all, if you're faced with a large amount of water it can be a lifesaver.

Land: General ground movement. Everyone has this, but some races are slower or faster than others.

Climb: Climb is a fairly powerful movement mode. Although it can be emulated with the Climb skill, being able to climb quickly and freely opens a lot of tactical

SECTION 7: CREATURE TYPE

Type	Bonuses	Cost
Aberration	Darkvision 60 ft (24)	24
Air (sub)	Always has fly speed (<i>check for individual</i>), no other restrictions	varies
Angel (sub)	Darkvision 60ft (24) low light vision (12) immunity to acid (28), cold (21), petrification (8), resistance 10 to electricity (8) and fire (13), +4 saves versus poison (4), Tongues (su) Always active (45)	163
Aquatic (sub)	Always has swim speed (varies, 15 for 30). Always breathes water, cannot breathe air without amphibious quality. (+10)	20 (average)
Devil (sub)	Immune to fire (41) and poison (36), resistance to acid 10 (8) and cold 10 (6), See in Darkness (su) vision pierces any form of darkness (29, as per darkvision +5, Telepathy (su) (55)	175
Chaotic (sub)	Weapons count as chaotically aligned. Must have a chaotic alignment.	0
Cold (sub)	Immunity to cold (21), vulnerability to fire (+50% damage) (+21)	0
Construct	No constitution score (60), cannot be raised (+40), not at risk from massive damage (5), destroyed at 0 hp (+6), -bonus hp by size (adds +12.5 to value per size category above tiny), Immune to poison (inclusive), stunning (15), critical hits (10), sleep (12), paralysis (27), diseases (inclusive), death effects (25), any type of energy drain (15) or ability damage (30), Immune to non-lethal damage (10), Low-light vision (12), darkvision to 60 feet (24), Immune to mind-affecting abilities (80), Does not eat (12), sleep (9) or breathe (29)	329
Dragon	Darkvision 60 feet (24), low-light vision (12), Immunity to sleep (12) and paralysis (27) effects	75
Earth (sub)	If the creature has a burrow speed, he can burrow through solid rock (+20 if has burrow speed), Tremorsense 60 feet (28)	28 or 48
Eladrin (sub)	Darkvision 60 feet (24), low-light vision (12), Immune to electricity (28) and petrification (8), Resistance to cold 10 (6) and fire 10 (13), Tongues (su) always active (45)	136
Elemental	Darkvision 60 feet (24), Immunity to poison (36), sleep (12), paralysis (27), stunning (15), Immunity to critical hits (10), flanking (14), Difficult to raise (+30), Does not eat (12), sleep (9), or breathe (29)	158
Evil (sub)	Must be evil. Weapons and natural attacks are treated as evilly aligned.	0
Extraplanar (sub)	No adjustment	0
Fey	Low-light vision (12)	12
Fire (sub)	Immunity to fire (41), Takes an additional 50% damage from cold (+11)	30
Giant	Large size (22), Low-light vision (12)	34
Goblinoid (sub)	Goblin as a bonus language (...+1)	1
Good (sub)	Must be good, Weapons and natural attacks are good-aligned	0
Guardinal (sub)	Darkvision 60 feet (24), low-light vision (12), Immune to electricity (28), petrification (8), Resistance cold 10 (6), sonic 10 (3), +4 racial bonus to saves versus poison (4), Law on hands (su) as per paladin but up to the character's hit points in healing (175), Speak with animals (su) at will as free action. (35)	295
Humanoid	Standard	0

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Incorporeal	Difficult to judge, wide-ranging changes that go far beyond advantages and disadvantages in combat. Consider based upon merits of individual campaigns.	DM's choice
Lawful (sub)	Must be lawful. Weapons and natural attacks treated as lawfully aligned.	0
Monstrous Humanoid (sub)	Darkvision 60 feet (24)	24
Outsider	Darkvision 60 feet (24), Difficult to raise (+30), Do not eat (12) or sleep (9)	15
Plant	Low light vision (12), Immunity to mind-affecting (80), Immunity to critical hits (10), Immune to poison (36), sleep (12), paralysis (27), polymorph (-40), stunning (15), Do not sleep (9)	161
Reptilian (sub)	No adjustment	
Shapechanger (sub)	Race must have ability to change shape. No adjustment.	
Demon (sub)	Immunity to electricity (28) and poison (36), Resistance acid 10 (8), cold 10 (6), fire 10 (13), Telepathy (su) (55)	146
Undead	Darkvision 60 feet (24), No constitution score but still gains bonus hps from charisma modifier (110), -difficult raising (tricky) (+30), not at risk from massive damage (5), destroyed at 0 hp (+6), Immune to poison (inclusive), stunning (15), critical hits (10), necromancy effects (varies), sleep (12), paralysis (27), diseases (inclusive), death effects (25), any type of energy drain (15) or ability damage (30), -Immune to non-lethal damage (10), Low-light vision (12), Immune to mind-affecting abilities (80), Does not eat (12), sleep (9) or breathe (29), Uses charisma for concentration checks (0)	389
Water (sub)	Swim movement (varies, 15 for 30 feet), Can breathe water and air (as per does not breathe – the extra bonuses) (26)	41

SECTION 7: SIZE

Size	Modifiers	Cost
Small	+1 AC (14), +1 to hit (15), +4 stealth (12), -4 grapples, assorted maneuvers (+20), carrying $\frac{3}{4}$ (+4), equipment weight $\frac{1}{2}$ (6), smaller weapons (+15)	8
Medium	None	0
Large	-1 AC (+14), -1 to hit (+15), -4 stealth (+12), +4 grapples, assorted maneuvers (20) +5 ft reach (30), Carrying x1.5 (4), Equipment weight x2 (-6), Larger weapons (15)	22

options up for a character without being a real campaign breaker.

Fly: Fly is a powerful movement mode. Suddenly, non-flying melee monsters are useless against you, you can easily scout, and a lot of obstacles are rendered inconsequential. While being able to fly is certainly a cool racial feature, consider the tone of your campaign before creating a flying race.

Burrow: Burrow is a crazy movement mode. It has a lot of similarities with flight in terms of bypassing obstacles, but it can also completely destroy earthen objects. A standard subterranean dungeon with any amount of sand, clay or loose earth is no match for a character with burrow. This is an interesting racial feature but consider the ramifications on your campaign. It's hard to put a point value on something that simply bypasses the environment.

MOVEMENT SPEEDS

Movement Mode	10 ft	20 ft	30 ft	40 ft	50ft
Land	0	10	30	40	50
Swim	5	10	15	20	25
Climb	15	25	35	45	55
Flight (<i>Average</i>)	18	36	54	72	90
Flight (<i>Good</i>)	38	56	74	92	110
Burrow	20	40	60	80	100

- Average land movement speed is 30 for medium races.
- **Flight (*Average*):** 30 ft was costed as per 4 uses of the spell (*54 points*), enough to keep flight up for the standard 4 encounters per day. The actual fly spell is twice as fast and has additional maneuverability, but can be dispelled.

SECTION 8: MISCELLANEOUS FEATURES

Feature	Effect	Cost
Destroyed at 0 HP	As per having 10 less hp at half cost	+6 bonus points
Difficult to Raise	Requires limited wish+	+30 bonus points
Does not breathe	As per exceptional water breathing 4/day (self only) with a few extra advantages (+3)	29
Does not eat	As per create food and water 1/day (self only, exceptional)	12
Does not sleep	As per alarm 1/day (self only, exceptional)	9
Immune to Ability Damage	Covers several spells and effects, as well as most poisons. Difficult to assess objectively as there are 6 different stats to damage and effects will vary wildly by class, so just assessed as per a top feat.	30
Immune to Critical Hits	Actually prevents about 5% of incoming damage (some creatures have larger critical ranges but confirmation bumps it back down to slightly more than 5%) (365 lifetime crit damage/57 days is 6.4 damage per day, worth 8 points, +2 for the occasional higher crit creature.	10
Immune to Energy Drain	Only a few monsters and spells have this effect. More dangerous to spellcasters. As per a specialized feat.	15
Immune to Flanking	This prevents a +2 to hit in some cases, and sneak attack damage. Counting this as +1 to AC overall since opportunities for utility are mostly limited to preventing the hit bonus and not all the time.	14
Immune to non-lethal damage	Rarely useful. As per a poor feat.	10
Impossible to Raise	Cannot be raised	+40 bonus points
No Constitution Score	Partial Immunity to fortitude saves (still affected by object saves) (110), no bonus hp from con (assuming average 14 con, -50)	60
No risk from massive damage	Yay you get to dodge a saving throw that is obsolete by the time you have to make it	5
Telepathy (su)	As per supernatural comprehend languages 4 times a day (14+7+7+7) but allows two way communication in stealth (+20)	55
Tongues (su)	As per supernatural comprehend languages 4 times a day (14+7+7+7), but allows 2 way communication (+10)	45
Tricky to Raise	Requires resurrection+	+20 bonus points
Self-healing	As per amount of hps provided per day. In terms of the guardinal lay on hands ability, assume a d8 HD and a constitution of 14.	Varies, or 175 for the guardinal version.
Stability	Armor movement penalty reduced by 10 feet. Treated as per a 10 foot increase in movement but at ½ cost due to limited scope of use.	5

- **Flight (Good):** 30ft was costed as per average maneuverability, but scaled up by 20 points in each instance for the extra utility.

VISION

Different races have a variety of vision types. Sometimes being able to see in the dark is pretty handy, especially if you don't have the spell Darkvision available. Speaking of that, we costed Darkvision the ability as per 2 casts of darkvision the spell. Low-light vision was deemed to be half as expensive.

Costs are not proportional to their range. Simply having the ability is more valuable than the range per se, and so the lowest ranges are costed relatively higher.

Vision Type	30 feet	60 feet	90 feet
Low-Light Vision	No range on low-light vision. Universally worth 12		
Darkvision	20	24	28
Scent	22	26	30
Blindsense	22	26	30
Blindsight	40	50	60
Tremorsense	24	28	32
See Magic*	25	29	33

*As per Detect Magic, considered spell-like, at 4 uses per day (*as it will be useful in pretty much every encounter*).

Most of the vision modes are used to detect invisible or hidden enemies, which can be easily replaced by a spell (*or any number of spells depending on the specific opponent*). The different vision modes are far more useful to monsters than they are for players, who are usually stacked to the gills with divinations. The spell See Invisible was taken as a general template for blindsense, even though the vision mode is slightly worse in some cases and slightly better in others.

Scent is similar to Blindsense but worse in almost every way – it can't pinpoint until you're within 5 feet. It allows tracking, though, and recognizing particular smells, and thus for the additional utility it is assumed to be equal.

Tremorsense is akin to Blindsense but does not require line of effect. Instead it requires that a target be moving, and on the ground. Usually this is a bit better than blindsense and that is reflected in the costing.

Blindsight is the most powerful of the lot. It negates displacement, blur, almost all concealment, and has the added advantage of making a creature basically immune to blindness.

SECTION 10: NATURAL ATTACKS

Some races have claws, fangs, horns, hooves, tails, tentacles, and so on. So why let their monster brethren attack with claw and fang and not allow a race with natural weapons to make use of their sharpest parts? Certainly not because they're too civilized; these are adventurers we're talking about. The more ways you have to kill somebody and take their stuff, the better.

We arrive at a problem when it comes to costing natural attacks. We have to look at how much damage these attacks can cause, whether they're preferable to a held weapon, and whether they can be used as a secondary attack.

At baseline, most races can punch for 1d3 nonlethal damage, at the cost of an attack of opportunity. With the feat "Improved Unarmed strike" this becomes 1d3 lethal damage with no AoO, so we'll cost a natural attack for 1d3 at about 1/2 improved unarmed strike. Having a natural attack doesn't qualify you for a lot of feat chains like IUS does).

Primary attacks are those which replace a weapon attack. Secondary attacks can be used in addition to weapon attacks during a full attack action at a -5 to hit. Secondary attacks are just flat-out extra damage and are costed at the price of regular primary attacks x1.5.

Natural Attack Damage	Cost for Primary	Cost for Secondary
1d2	2 points	3 points
1d3	4 points	6 points
1d4	6 points	9 points
1d6	8 points	12 points
1d8	10 points	15 points
2d4	12 points	18 points
1d10	14 points	21 points
1d12	16 points	24 points
2d6	18 points	27 points

SECTION 11:

APPENDIX A MONSTER TABLE

It may appear that there are less than 300 monsters in this table (and there are). However, this is because several were removed to comply with the SRD. The data of similar creatures was instead included on the grand tally to account for their loss.

SECTION 11: APPENDIX A MONSTER TABLE

Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Aboleth	4		1	1										F, W,
Aboleth mage	4		1	1	1			1		1				F,R,W
Achaeirai	3		1											F
Allip	1		1											W
Astral Deva	3							1						F,R,W
Planetar	3		1	1				1	1					F,R,W
Solar	4		1	1	1			1	1	1	1			F,R,W
An. Object T	1													
An. Object S	1													
An. Object M	1													
An. Object L	1													
An. Object H	1													
An. Object G	1													
An. Object C	1													
Ankheg	1											1		R
Aranea	1					1	1							F, W
Lantern Arc.	2							1						W
Hound Arc.	3		1					1						W
Hound Arc. H	5		1					1						W
Trumpet Arc.	3		1			1		1						F,R,W
Arrowhawk J	1									1				
Arrowhawk A	1									1				
Arrowhawk E	1									1				
Assassin Vine	1													R
Athach	5					1								F
Azer	1								1					
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Barghest	3		1											W
Barghest, G	3		1											W
Basilisk*	3													F
Basilisk, GA*	3													F
Behir	1									1		1		R
Beh, Gauth	1				1		1		1					F, W
Belker	5													F
Blink Dog	1													
Bodak	1													F
Bugbear	1													
Bulette	3													
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Centaur	3													
Chaos Beast	2								1	1	1	1		F
Chimera	5													R
Choker	2													

RACE CREATION COOKBOOK

Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Chuul	2				1									F
Chuul	2				1									F
Cloaker	2		1		1									F, W
Cockatrice*	1													F
Couatl	1		1			1		1	1		1			F, W
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Darkmantle	1													
Delver	2											1		R
Babau	3							1				1		R
Balor	6		1					1	1					F, R, W
Bebelith	3					1								F
Dretch	3							1						F, W
Glabrezu	5		1					1						W
Hezrou	3		1			1		1						F, W
Marilith	10							1						R, W
Nalfeshnee	3		1					1		1				R, W
Quasit	3		1			1		1						F, W
Retriever*	6								1	1	1			F, R
Succubus	2		1					1						F, W
Vrock	5							1						F, R
Derro	1		1			1							1	F, W
Destrachan	2												1	F, R
Barbed devil	2		1	1	1			1	1					F, W
Bearded devil	2	1						1						F
Bone Devil	4		1			1		1						F, W
Chain Devil	6		1											W
Erinyes	1		1					1						R, W
Hellcat	3													
Horned Devil	5		1					1	1	1				F, R, W
Ice Devil	5		1					1			1			F, W
Imp	1		1			1		1						F, W
Lemure	2													
Pit Fiend	6	1	1		1	1		1	1					F, R, W
Devourer	2		1					1						F, W
Digester	1											1		R
Deinonychus	4													
Elasmosaurus	1													
Megaraptor	4													
Triceratops	1													R
Tyrannosaurus	1											1		
Doppleganger	1		1											W
Black Dragon	7		1					1				1		F, R, W
Blue Dragon	7		1					1		1				F, R, W
Green Dragon	7		1	1				1				1		F, R, W
Red Dragon	7		1					1	1					F, R, W

RACE CREATION COOKBOOK

Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
White Dragon	7		1					1			1			F, R, W
Brass Dragon	7		1				1	1	1					F, R, W
Bronze Drag.	7		1					1		1				F, R, W
Copper Drag.	7		1					1				1		F, R, W
Gold Dragon	7		1					1	1					F, R, W
Silver Dragon	7		1		1			1			1			F, R, W
Drag. Turtle	3								1					R
Dragonne	3													W
Drider	3		1			1		1			1			F, R, W
Dryad	1		1	1			1	1						R, W
Duergar	1													

Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Giant Eagle	3													
Bralani	2		1	1				1		1				R, W
Ghaele*	2		1		1	1		1	1	1		1		F, R, W
Air Elemental	2													R
Earth Elem.	2													
Fire Elemental	2								1					R
Water Elem.	2													R
Drow	1					1								F
E. Filcher	1													
E. Marauder	1													
Ettercap	3					1								F
Ettin	2													

Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Formian W.	1													
Formian War	4					1								F
Formian Task	3		1			1								F, W
Formian Myr	2		1			1		1						F, W
Formian Q.			1			1		1	1	1	1	1		F, R, W
Frost Worm	1		1								1			R, W
Shrieker														

Violet Fungus	4					1								F
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Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Gargoyle	4													
Djinni	2							1						R, W
Efreeti	2							1	1					F, R, W
Janni	2							1						F
Ghoul	3	1			1									F
Ghast	3	1			1	1								F
Cloud Giant	3							1						
Fire Giant	3								1					
Frost Giant	2													
Frost G. Jarl	4		1			1					1			F, W
Hill Giant	2													

RACE CREATION COOKBOOK

Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Stone Giant	2													
Storm Giant	3							1		1				R
Gib. Mouter	7		1									1		F, R, W
Girallon	5													
Gnoll	1													
Svirfneblin	1							1						F
Goblin	1													
Clay Golem	2													
Flesh Golem	2													
Iron Golem	2					1								F
Stone Golem	2							1						W
G. Stone Gol.	2							1						W
Gorgon*	1													F, R
Gray Render	3													
Grick	5													
Griffon	3													
Grimlock	1													
Avoral	2		1	1				1		1				R, W
Leonal	3		1		1			1	1				1	F, R, W
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Annis	3							1						
Green Hag	2							1						F, W
Sea Hag	2		1					1						F, W
Harpy	3		1											W
Hell Hound	1								1					R
Hippogriff	3													
Hobgoblin	1													
Homunculus	1					1	1							F
Howler	2-5		1											R, W
Hydra	X													
Pyrohydra	X								1					R
Cryohydra	X										1			R
Kolyarut	2		1	1	1			1						F, W
Marut	2		1					1		1			1	F, R, W
Zelekhut	2		1	1				1		1				F, W
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Inv. Stalker	2													
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Kobold	1													
Kraken	9		1					1						W
Krenshar	4		1											W
Kuo-Toa	2									1				R
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Lamia	4		1				1	1						W
Lammasu	2							1	1					R

RACE CREATION COOKBOOK

Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
G. Protector	2							1	1					R
Lich	1		1		1			1	1	1	1	1	1	F, R, W
Lillend	3		1	1	1		1	1					1	W
Lizardfolk	3													
Locathah	1													
Werebear	3	1												F
Wereboar	3	1												F
Wererat	2	1												F
Weretiger	3	1												F
Werewolf	3	1												F
WW Lord	4	1												F

Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Magmin	1								1					F, R
Manticore	6													
Medusa*	3					1								F
Air Mephit	2							1						R
Dust Mephit	2							1						R
Earth Mephit	2							1						R
Fire Mephit	2							1	1					R, W
Ice Mephit	2							1			1			R, W
Magma Meph.	2							1	1					F, R, W
Ooze Mephit	2					1		1				1		F, R
Salt Mephit	2							1						F, R, W
Steam Mephit	2							1	1					R
Water Mephit	2					1		1				1		F, R
Merfolk	1													
Mimic	2													R
Minotaur	3													
Mohrg	2				1									F
Mummy	1	1	1		1									F, W
Mummy Lord	1	1	1	1	1			1						F, W

Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Dark Naga	2		1			1		1	1	1	1			F, R, W
Guard. Naga	1		1			1		1	1	1	1			F, R, W
Spir. Naga	1		1	1		1		1	1		1			F, R, W
Water Naga	1		1			1		1				1		F, W
Night Hag	1	1	1				1	1						F, W
Nightmare	3								1					F
Cauchemar	3								1					F
Nightcrawler	2	1	1		1	1		1			1	1		F, R, W
Nightwalker	2	1	1		1			1			1			F, R, W
Nightwing	1	1	1		1			1			1			F, R, W
Nymph	1		1	1				1		1				F, R

Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Ogre	1													

RACE CREATION COOKBOOK

Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Ogre Mage	1		1	1			1	1			1			R, W
Black Pudding	1											1		R
E. Black Pud	1											1		R
Gel. Cube	1				1							1		F, R
Gray Ooze	1											1		R
Ochre jelly	1											1		R
Orc	1													
Otyugh	3	1												F
Owl, Giant	3													
Owlbear	3													
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Pegasus	3													
Phant. Fungus	1													
Phase Spider	1					1								F
Phasm	1													
Pseudodragon	2					1	1							F
Purple Worm	2					1						1		F
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Rakshasa	3		1	1				1				1		F, W
Rast	4				1									F
Ravid	2													
Remorhaz	1								1					F
Roc	3													
Roper	7													F
Rust Monster	2													R
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Sahuagin	3													
Salamander	3								1					
Sal. Noble	4							1	1					R
Satyr	2		1	1			1	1						W
Sea Cat	3													
Shadow	1													
Shad. Mastiff	1		1											W
Sham. Mound	2													
Shield guard.	2							1						
Shock Lizard	1									1				R
Skeleton	var													
Skum	3													
Red Slaad	3	1												F
Blue Slaad	5	1		1	1			1						F, W
Green Slaad	3		1					1	1					F, R, W
Gray Slaad	3							1		1				F, R, W
Death Slaad	3		1		1			1	1					F, R, W
Spectre	1													F
Androsphinx	2		1		1			1					1	F, W

RACE CREATION COOKBOOK

Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Criosphinx	3													
Gynosphinx	2		1				1	1						W
Hieracosphinx	3													
Spider Eater	2				1	1								F
Grig	1							1	1					F, R, W
Nixie	1		1	1				1						W
Pixie	1		1				1	1						R, W
Bat Swarm	1													F
Centipede Sw.	1					1								F
Hellwasp Sw.	1					1								F
Locust Swarm	1													F
Rat Swarm	1	1												F
Spider Swarm	1					1								F
Tarrasque	6		1									1		W
Tendriculos	3				1							1		F
Thoqqua	1								1					R
Titan	4		1		1			1	1	1				R, W
Tojanida	3													R
Treant	2													R
Triton	1													
Troglodyte	3					1								F
Troll	3													
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Unicorn	3													
Cel. Charger	3							1						W
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Vampire	V		1	1										F, W
Vamp. Spawn	1		1	1										F, W
Vargouille	1		1		1	1								F
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Wight	1													F
Will O' Wisp	1									1				
Winter Wolf	1										1			R
Worg	1													
Wraith	1													F
Dread Wraith	1													F
Wyvern	6					1								F
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Xill	4				1									F
Xorn	4													
Name	#att	dis	mind	per	para	pois	slp	spell	fire	elec	cold	acid	son	saves
Yeth Hound	1		1											W
Yrthak	3												1	

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